

BRADEN ELWELL

TECHNICAL ARTIST

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EXPERIENCE

TECHNICAL ART LEAD - PUNK ROCK EXORCIST

Nov 2024 - Aug 2025

Florida Interactive Entertainment Academy (FIEA)

- Led the 5-person art team in defining and maintaining the game's comic-punk visual identity, creating and enforcing the art style guide that unified character, environment, and VFX direction
- Collaborated with leadership to make project-level decisions, set realistic goals, and establish polished workflows that kept production on track
- Built procedural UV and mesh cleanup tools in Houdini, reducing manual asset prep time by 75% and enabling consistent asset delivery
- Developed custom post-process shaders in Unreal Engine 5.4 to achieve the game's signature stylized shadows and outlines
- Optimized performance across levels by auditing material instances, batching static meshes, and reducing draw calls to maintain smooth runtime performance
- Created motion-capture-ready rigs for three bipedal characters, enabling seamless animation retargeting for gameplay and cutscenes
- Acted as technical liaison between design, animation, and art, ensuring a stable and efficient production pipeline across departments

PRESIDENT OF ESPORTS

May 2022 - May 2024

Florida State University

- Directed a 2,000+ member collegiate esports organization across 13 competitive titles, overseeing both day-to-day operations and long-term growth strategy
- Planned and executed multi-day LAN tournaments, tryouts, and sponsor-backed events, increasing overall participation and attendance by 20%
- Managed logistics, partnerships, and event infrastructure to support large-scale operations, including vendor negotiations, venue coordination, and sponsor relations
- Fostered collaboration between competitive teams, student leadership, and university administration to ensure organizational stability and sustained growth

ART INTERN

May 2022 - Aug 2023

Arcvare Studios

- Modeled, optimized, and integrated 10+ 3D prop assets for VR applications and an unannounced Nintendo Switch project, adhering to strict platform performance requirements
- Built and integrated cross-platform UI and gameplay systems in Unity (C#) for VR and Nintendo Switch
- Collaborated with a 20-person cross-functional team (designers, engineers, and artists) to identify and resolve critical pipeline issues, improving production efficiency and asset stability

EDUCATION

MASTERS OF SCIENCE: INTERACTIVE ENTERTAINMENT

Aug 2024 - Dec 2025

UCF FIEA (Florida Interactive Entertainment Academy)

- Coursework & Projects in real-time systems, procedural generation, & engine development

BACHELOR OF SCIENCE: INFORMATION TECHNOLOGY

Aug 2020 - May 2024

Florida State University

PROFESSIONAL SKILLS

Software & Engines: Unreal Engine 5, Houdini, Autodesk Maya, Unity, MotionBuilder, Jira, Perforce, Linux, Discord API, UEFN

Scripting & Tools: Python (tools, automation), HLSL, Unreal Blueprints, PCG, Niagara, C++, C#, Javascript, AI/ML

Art & Texturing: Substance Painter, Substance Designer, ZBrush, 3D Coat

Specialties: Procedural Asset Workflow, Performance Optimization, Procedural Content Generation, Scalable Systems

TITLES

PUNK ROCK EXORCIST - PUBLISHED

Nov 2024 - Aug 2025

Technical Art Lead

CRIMSON KNIGHT

July 2025 - Present

Technical Artist - VFX

JEWELSMITHE

Aug 2025 - Present

Technical Artist - Generalist